



ST ACE

JULY 1987

of Sonoma County

ISSUE #11

ST ACE SUMMER PICNIC

REMEMBER! THERE WILL BE NO CLUB MEETING THIS MONTH. INSTEAD, WE WILL HAVE A PICNIC ON SATURDAY, JULY 18, AT RAGEL PARK IN SEBASTOPOL. COME ANY TIME BETWEEN 2:00 AND 6:00 PM.

See the attached map for directions to the park. I am really looking forward to this chance to talk to fellow ST owners. I think everybody will have a great time. Since this is a picnic, it is a good idea to bring a your own picnic lunch and drinks. Obviously, we will not need any computers at the picnic.

CLUB DISKS WILL BE SOLD AT THE PICNIC!

Not only that, but if you buy four club disks, you GET ONE FREE!

ADMISSION - There is no admission fee, but there is a \$2.00 parking fee if you want to park inside the facility. THERE IS FREE PARKING ON THE STREET. I find it convenient to park on the street and walk in, it really isn't very far. SEE YOU THERE!

ATARI CONVENTION

By Jerry Mc Bride

Well, A bunch of us went to the Atari convention a few weeks ago. The Atari IBM clone was there, along with the mega-ST. The show was smaller than the last show I went to, but was still informative and fun.

Things are moving along in the ST world, with our favorite computer making inroads into important markets. These include desktop publishing, music, word processing, and entertainment. Several new products came out, including two page scanners, a workstation quality electronic drawing tablet, and "midi maze" - a program that can connect up to 16 ST's together in a player Vs player maze game. Delightfully, the aim of the game is to travel through a maze, blasting "Have a Nice Day" faces to bits.

Board of Directors

Jim Oglesby - Program Director
Mark Taylor - Membership
Dan Fruchey - Color Librarian
Jerry Mc Bride - Newsletter Editor
Filippello - Artist, Co-Editor
Haseltine - Treasurer
Cathleen Lefevre - Asst. Librarian

Desktop Publishing

Softlogik was at the show, they have printer drivers for HP laser printers now, and new fonts. Two kinds of scanners made their debut, a low cost (\$99) unit that actually uses you own dot matrix printer and a strap-on scan head, and a \$1300 workstation- quality Canon page scanner.

If the \$99 scanner just caught your eye, you're not alone. This wild departure from conventional design practices is so crazy that it actually works. You remove the ribbon from your printer and strap on a little scan sensor. The sensor has a ribbon cable that goes to a cartridge (which plugs into the ST cartridge slot. You boot up the program, insert the page you want scanned into the printer, and away it goes! Fast it is NOT, and of course it isn't going to give you photographic quality. But for many applications this could be a real beauty. Software 1st will be stocking this item.

ART

Broderbund representatives were at the show, this fine company is coming out with two great programs, ART DIRECTOR, a drawing program, and FILM DIRECTOR, an animation program that works with Art Director pictures. The two programs can be purchased together for only 79.95. They also demonstrated a karate game with high quality graphics, KARATEKA. THE BRODERBUND REPRESENTATIVE WILL BE AT OUR NOVEMBER CLUB MEETING DEMONSTRATING THESE PROGRAMS AND PERHAPS OTHERS AS WELL.

A company called O.M.I. had a prototype drawing tablet at the show. I have to admit, it was pretty impressive. Forget any notions you might have about it being another "koala pad" (a chintzy, quasi-useless "tablet" for the Atari 800). This was a pretty impressive unit, with great resolution. The representative told onlookers "Try this with a mouse." and signed his name. The screen showed his name in DEGAS it was great! then he tried it with the mouse, with obvious trashy results. We should be hearing about this in the usual magazines soon, I have no more information on it at this time. The price has not yet been decided, but expect several hundred bucks.

MUSIC

Here is a bit of fascinating news: The Atari ST is making big news in the music business. Music trade journals like "Keyboard" have started featuring the ST their magazines. In fact "Keyboard" magazine has written a feature article series which has appeared in the last three issues in a row. It is making big headway in the music field. Even MIDI consultants are recommending the ST to people starting MIDI studios. New programs of awesome

power are being developed so the ST can control banks of synthesizers and MIDI black boxes of all descriptions. Real PROFESSIONAL sheet music scoring programs are about to be released. These programs allow you to write PROFESSIONAL QUALITY sheet music, and print it out on a printer. Take a hike, Music Studio. There's more MIDI software coming out than you can shake a stick at, and musicians are beginning to gobble up ST's.

IBM CLONE, LASER PRINTER, and MEGA ST

Yes, they were there, and yes, they worked. They are due out in the September time frame.

ATARI MODEM

The modem begins production July 1, with shipments to begin August 1. The 300/1200 baud modem will have a speaker, will work on ST's or 8-bit Atari's, and will sell for "under \$100" (read \$99.95).

3-Dimensional Glasses

They had a booth with high-tech 3-D glasses. There was a game running on a monitor that would appear in 3-D when you looked through the glasses. First a word about the game. This was some throwback that made PONG look like cutting edge technology. It looked like it had been designed by junk-food-frenzied hackers at 4 in the morning. Anyway, that isn't important. What is important was how well the glasses worked. If you looked at the screen without them you quickly became ill. There was a fast flickering that is selectively filtered by the left and right lens alternately. When you put the glasses on, you get a 3-D effect that was truly uninteresting. Actually, if you looked long enough there was a profound effect, your eyes started to hurt.

Now for the positive side. I saw the same glasses at the show before this, they had CAD 3-D running with various drawn images (Chess board, Toroid rings, etc.) The 3-D effect was incredible. It looked like it came right out of the screen. I've never seen anything like it.

Well, That's all for now. We should be seeing more and more neat things come out for our STs as it gets more and more recognition and continues to establish itself as a premier home/music/business computer. TTFN - Ta Ta for Now.

ATTENTION PROGRAMMERS!!!!

by Greg Lewis

Would you like ST Ace to be a resource that will help you be a better programmer? Be a place to turn to when faced with a nasty problem? Want to save time learning the details of a language or of the ST? Want to know how to write that desk accessory? Having trouble with event management, or looking for help with the sound chip? Then read on!

The meetings of ST Ace so far have been geared toward the non-programming and beginning user. If

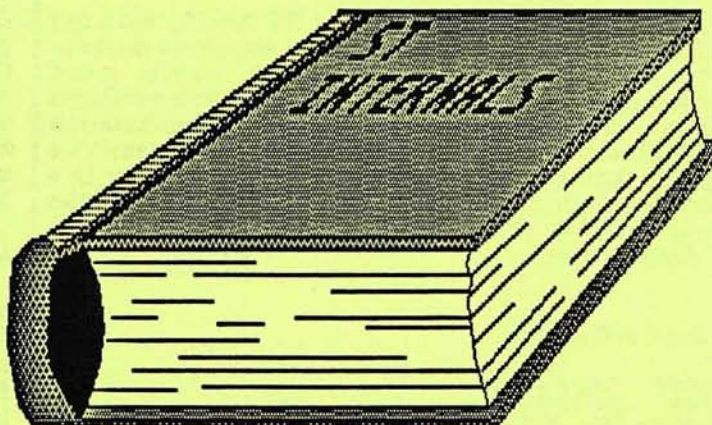
you were a programmer you had to wait through the entire meeting for a short time with one of the special interest groups (SIGs)--most likely you stayed home.

Starting at the August meeting of ST ACE, a HACKERS SIG will meet AT THE SAME TIME as the regular meeting, right after the general announcements (about 8:00) in one of the side rooms.

We will spend the whole time, (or as much of it as you like) discussing programming! The HACKERS SIG will include people who are just getting started programming and people who are advanced. The idea is to share information and help each other. It will not be limited to a specific language since most topics can be made general enough to be of interest to all languages. (A "C" programmer with questions about the sound chip is more likely to get help from a FORTRAN programmer who has used it than another C programmer who has not.) The format will be loose and informal, with the interest of the participants determining the direction of the meeting.

Until another volunteer steps forward, the coordinator of the HACKERS SIG will be Greg Lewis (that's me). I will start the meeting by presenting some techniques for speeding up programs, and also by demonstrating how to use the 200 Hertz timer to time code. If anyone knows how to use the other timers in the ST I'd love to hear about it. Everyone is encouraged to bring and share ideas on this or any other topic. I would like to maintain a list of each user's interests so we can direct questions to the proper person. My interests include graphics, animation, sound, and hardware interfacing. I would like to hear from anyone with anything interesting to share on these topics.

Feel free to call me with ideas or question. - Greg



News and Notes

Hello folks...

Topping off this month's news is the purchase by the club of a Sony 25" monitor.



Judging from the response from all of you when we tried it at the club meeting two months ago the board agreed to make the purchase. Besides the obvious benefit of a larger viewing screen at the higher res. there are some other benefits. We can now all stay in one room and watch demos, the meetings will probably be more organized this way, and we can now get speakers from software companies to come and demo their wares to us more effectively. I hope you all enjoy the the bigger view.

More club news is that we have been acquiring a number of specialized programs that the Disk Librarian feels won't go well as a club disk but is public domain just the same and should be offered to you. Some of these programs are demos (some of which are fascinating but either require too much disk space or they need a meg to run them). Another example is the CP/M disk that runs on the ST (with it you can run other programs like WordStar). The club will be setting up a disk library that will be set for you, the club members, to copy on your own disk at the future club meetings. We hope to have a 1040 ST set up at each meeting where this copying can be done. Remember this only concerns the copying of the "special" disks out of the Club Library. We will not allow pirating of commercial disks or club disks of the month. A listing of what these "special" are will be posted at future meetings.

The last bit of news concerns Mark Taylor and a new upgrade he is trying out. He says it is the only true solderless upgradeable upgrade on the market. He has installed it and it works wonderfully. he also says that it really is that easy to upgrade all the way to 2 and 1/2 megs with no technical skill whatsoever. Above that you have to do some jumps, snips, and solder. It only costs \$199.00 and will give you all the upgrades you'll need. If you want more information on it, contact Mark at Software 1st.



That is all 'til next month. Hope to see you all at the picnic on the 18th of July at Ragle Park.

ST ACE - PUBLIC DOMAIN DISKS

Each month this section lists the latest public domain disks available from the club. On occasion we will also print a full listing of the disks currently available as well as any notices regarding errors on club disks.
FREE DISKS!

At the last board meeting it was decided that volume buyers should receive an additional bonus from the club. It should help stimulate some cash flow for the club as well as give members more software for their money. As of this issue members who buy four disk will be given a fifth disk of their choice for free. This applies to P.D. disks only, not blanks.

FREE SOFTWARE

Their are many programs we obtain that appeal to such a small portion of our membership that we decide not to release them on club disks. These include programs that need a double-sided disk to run or will only work with 1 meg systems as well as software demos of huge size (who wants to pay \$5 for a color demo) and narrow appeal software (like a shareware C compiler). The club will now be making these specialty disks available at club meetings for duplication free of charge. During the SIG's and break club members may make copies on an available ST at their convenience. To date we have had multiple color demos available as such. Bob Lee has also given us a CP/M emulator for the collection and this month I obtained two new 1 meg demos. These specialty disks are not available through the mail, if you wish to own a copy you must come to a meeting (hint,hint).

OOPS!

On Disk #24 there is an error in documentation for editing STARTGEM.PRG with DRFLOPPY.TOS. The docs tell the user to pad the program name with '00' for each letter blank followed by a '.PRG' (their ASCII equivalents). This was incorrect (my mind doesn't function too well at 1 a.m. The '00' should be placed AFTER the '.PRG' extender. EXAMPLE: Zoomracks program name is ZR.PRG. This would be written correctly in ASCII code to edit DRFLOPPY.TOS as;

ASCII - 90 82 46 80 82 71 00 00 00 00 00 00
Character equivalents - Z R . P R G [All
Blanks]

The blanks (00) cover over the letters of previous autoloader program titles. Sorry for the inaccuracy. If you still don't get the picture give me a call or talk to me at the next meeting. If you

have problems with ASCII codes I would suggest you buy the coming ST ACE disk #28 which includes an ASCII table accessory. You can also find the ASCII table in your printer manual.

LOOK WHAT'S COMING!

ST ACE Disk #27 - Tiny Pics & Graphics Utilities

* AUTO

- + RRRD.PRГ - An Autoload ramdisk that is reset proof. [L/M/H]
- + RAMCOPY.PRГ - Copies specified files from within any folder\ or from any drive to any other folder, drive or directory. [L/M/H]
- + STARTGEM - Auto-boots GEM based programs. See disk #24 for full docs on use.

The above series autoloads all the pictures into a ramdisk it creates and then automatically runs the slide show.

* PICS

- + ALIEN.TNY - Digitized intro screen from movie Alien.
- + BELL222B.TNY - Bell helicopter.
- + BENGAL.TNY - Digitized bengal tiger pic.
- + GLEEP.TNY - Colorful man in the moon pic.
- + GOLDFISH.TNY - Compute ST magazine art selection winner.
- + MOONDNCE.TNY - Two fairies dancing in moonlight.
- + MOUNT1.TNY - Mountain picture.
- + MTTAM.TNY - Picture of fog rolling in on Mt. Tamalpais.
- + PRIZZI.TNY - Digitized advert. from Prizzi's Honor.
- + SPACESHP.TNY - Spaceship created with CAD 3D.
- + SPOCKIRK.TNY - Spock and Captain Kirk in digitized pic.
- + STARFLIT.TNY - Spacehship flying over planet surface.
- + VADER.TNY - Darth Vader with light saber pic.
- + ZONKER.TNY - Zonker of Doonsebury comic strip fame.

* UTILITY

- + DSLIDE11.PRГ - Upgraded color and monochrome slide show. converts pics for viewing in both mono & color resolutions - upgrade now makes use of color cycling option. [L/M/H]
- + PICSW7.PRГ - Converts pictures from MacPaint, IFF, Atari 8 bit, RLE, DEGAS, DEGAS Compressed, Tiny, and NEO formats to Degas or NEO. Can be used and viewed in all resolutions now! [L/M/H]
- + TINYSTUF.PRГ - Converts tiny pics to DEGAS or NEO formats and converts those formats to .TNY. [L/M/H]

+ DOCS for AUTO folder items included here...
**** PLEASE NOTE **** When making back-up copies of this disk you must use an extended format disk or a double-sided disk. This disk was formatted using TWISTER from START magazine.

ST ACE Disk #28 - Utilities

* ACC

- + ASCII.ACC - Displays all characters accessible to user along with ASCII and hexadecimal equivalent codes. Great for writing printer drivers, programming, and help in disk editing. [L/M/H]
- + SCHIZO.ACC - Multiple use Control Panel includes many new functions like setting Write Verify, System Time & Date, Free Ram, Access Speed, plus more. [L/M/H]
- + TYPEWRIT.ACC - Allows user to write directly to printer when working, great for creating labels, printing single envelopes quickly, etc. [L/M/H]

* GRAPHIC

- + DEGASNEO.TTP - Converts Degas pics to NEO format. [L/M]
- + GEMFED.PRГ - GDOS font editor. Great for creating, editing, and sizing fonts for Degas Elite, Easy Draw, Paint Pro, and fonts for new Atari Laser Printer. Broadway & Kolossal fonts in folder for you to experiment with. [M/H]

* UTILITY

- + ACCLOAD2.PRГ - Now hard disk owners can run ACCLOAD off drive C with this program. Allows user to select the accessories they wish to use when they boot their system. [L/M/H]
- + ARCSH212.PRГ - Latest version of ARCSHELL for use with ARC.TTP. [L/M/H]
- + ARCX.TTP - For those who just use ARC to extract files. This program is a smaller and simplified version of ARC. Use with DEARC.PRГ for full effect. [L/M/H]
- + DEARC.PRГ - De-ARC's all ARC files and places all ARCD files in a folder of the same name to avoid confusion and hassles in downloading ARCD files. [L/M/H]
- + DISKEDIT.TOS - Assembly language Disk editor that allows greater access to BIOS, XBIOS, etc. Includes extensive docs on disk access. [M/H]
- + ELVERT.PRГ - Changes file formats between various databases & wordprocessors. Converts ST Writer files to 1ST WORD accessible format, etc. [M/H]
- + LESS.TTP - Text editor that can be run from a shell with many functions including reverse page scrolling. [M/H]

ST ACE Disk #29 - Games

You wanted more games... you got'em! This disk includes:

+ **AZARIAN.PRG** - This is a beta test version of an arcade style game similar to SINISTAR. [Low res. only]

* **FLIGHT** - This folder contains seven new airport landing sights for owners of the **FLIGHT SIMULATOR** by Sublogic.

+ **STARGAME.PRG** - Space Invaders with multiple alien patterns and ten completely different attack patterns. Includes two player and easy/hard options. [Low res. only]

* **TIMEBAN**

+ **INVINCIB.PRG** - Run this program before loading **TIME BANDITS**. You will have unlimited lives and an opportunity to finally get through all those levels!

+ **TIMEBN.TXT** - Directions on how to make it through the Ghost Town and Castle Greymoon. [L/M/H]

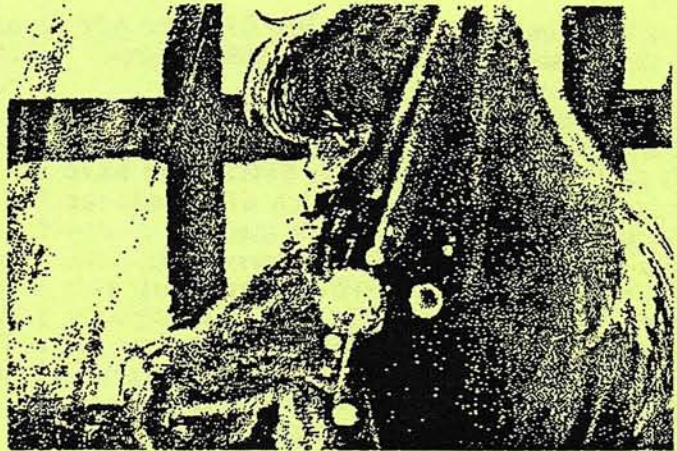
+ **TIMEBAN2.TXT** - Hints and help from the makers of Time Bandits on how to beat the game. Downloaded from GENIE BBS from the Michtron games SIG.[L/M/H]

+ **KIDS_ABC.PRG** - Game to teach children their ABC's. As each of the letters is pressed on the keyboard it is displayed on the screen. If all letters are typed in the correct order the ABC song is played for a reward. [Low res. only]

+ **OGRE.TOS** - P.D. version of board game **OGRE**. Try to destroy enemy "super tank" before it reaches your base by using mines, artillery, infantry, etc. [L/M/H]

As always these disks will be available through the mail after the July meeting. Should you desire these disks as well as any other write to:

ST ACE - Disk Librarian, P.O. Box 3742, Santa Rosa, CA 95402. Please allow two weeks for delivery. All disks are \$5.00 each for members and \$10.00 each for non-members.



CP/M Help

by bob Lee



NOT FOR THE UNINITIATED!

CP/M came into widespread use in microcomputers in the late seventies, and reigned supreme among hobbyists and small business users until it was toppled by MS-DOS and IBM Personal Computers. While it is still in widespread use today, its cryptic and awkward command syntax is not easy to recommend to new computer users. So, if you've never used CP/M before, heed this warning:

GO BACK! READ NO FURTHER! GO BACK TO YOUR MOUSE AND MENU DRIVEN ICON GRAPHICS APPLICATIONS. CP/M IS HARD TO UNDERSTAND, AND HAS NO FUTURE. THERE IS NOTHING FOR YOU HERE!

If you choose to continue, you can't say I didn't warn you. If you grew up with CP/M, you'll be welcoming back your old friend. Otherwise, you will certainly get lost in obscure details, and I don't want to hear about it.

WHAT HAVE WE HERE?

There are two disks you should get from the STACE library to start with. The first is a normal "TOS" disk, which can be read by your ST's operating system. You can create a CP/M disk from this disk (the necessary files are in the **INIT_CPM.COM** folder), but it's not easy to do.

The second disk is a CP/M disk, that is, it cannot be read by TOS directly. The directory format of CP/M is very different from that of TOS or MS-DOS. The difference is so pronounced that if you try to view a CP/M disk from the GEM desktop,

you will see only one "file" called CPMZ80.APP, with the file size falsely reported as 999999 bytes!

CP/M was originally written to run on an 8080 or Z80 microprocessor. To run CP/M programs on the ST's 68000, the nice folks at SoftDesign have developed a Z80 emulator, which will mimic the Z80's instruction set with 100% accuracy on any 68000-based computer. As I understand it, Atari Corp. then contracted SoftDesign to "port" this remarkable program to the ST, and made it public domain. You should understand that you are not actually running CP/M (which is proprietary to Digital Research Inc.), but a very good and in some ways superior "clone" of DRI's classic CP/M 2.2.

You only actually need two files from the TOS disk if you have the CP/M disk. CPMZ80.TOS is the actual emulator program. When you execute it, it goes looking for EMUIO.PRG and executes it. (EMUIO is the device specific driver for the ST. The 68000 source code is included in the CPM_DOC folder for those interested in such things.) The emulator then prompts you to insert the CP/M disk, hit return, and a real, old-fashioned, command line driven computer is staring you in the face. Type EXIT to return to TOS.

WHAT'S MISSING?

The emulator will run ANY CP/M 2.2 programs, but DRI's own utilities are noticeably absent. I doubt that anyone will miss ED very much, but I've always used PIP and STAT a lot. The authors obviously expect that NSWEEP (supplied as NSWP207.COM) can fill the void, but I have my doubts. Software developers will miss ASM and DDT, the 8080 assembler and debugger, but corresponding Z80 tools are included. A utility called @.COM takes the place of SUBMIT, and DUMP is omitted. But all of the other CP/M commands are implemented faithfully.

The file CPM.DOC in the CPM_DOC folder of the TOS disk gives a very complete rundown of the system (probably more than you need to know). Standard resident commands included are:

DIR list directory **ERA** erase file **REN** rename a file **SAVE** save memory as a file **TYPE** output file to screen **USER** change user area **LOAD.COM** and **XSUB.COM** are also included for advanced users.

WHAT'S BETTER?

First of all, you don't have to do a "Control C" when you swap disks. (How many times have you wished for that improvement?) But the most significant improvement is in the use of USER areas.

CP/M can maintain 16 separate user directories

on a disk. These areas are quite distinct, and it's often difficult to access files across user boundaries. A major improvement under the emulator is that .COM files in the USER 0 area can be accessed from any other user area.

Another improvement I've noticed seems to be undocumented. If you are alternating between several different programs, you'll find that the emulator doesn't hit the disk as often as you expect. Apparently, more than the Z80's 64k is allocated for TPA space in the ST, so CPMZ80 can simply move an internal pointer instead of reloading a program.

Finally, the documentation seems to indicate that you can only use single sided Desktop formatted disks for CP/M disks. Not true! I've used all sorts of formats with no problems at all. You can even use an Eternal RAMdisk as a CP/M disk! Wonderful!

-bOb-



"I hate ATARI"

CLUB MEMBERSHIP

Annual dues for membership in the club are \$15.00 per family. You may join by paying your dues to Mark Taylor at Software 1st, or by mailing a check to him at 2173 W. Steele Lane, Santa Rosa, CA 95401. Make checks payable to ST ACE. You will be asked to fill out a membership application. Membership cards will be given out when you join.

Membership entitles you to:

- A Monthly newsletter.
- Public Domain disks for \$5 each, (non-members pay \$10).
- Purchase of blank disks at discount prices.
- 10% software discount at Software 1st.
- Access to special section of Dark Knight BBS.

P.D. DISKS BY MAIL

Dear ST ACE, Please send me the following disks;

Disk #	Disk Name

Total number of disks _____ x \$5.00 = _____

Postage and handling fee = .75

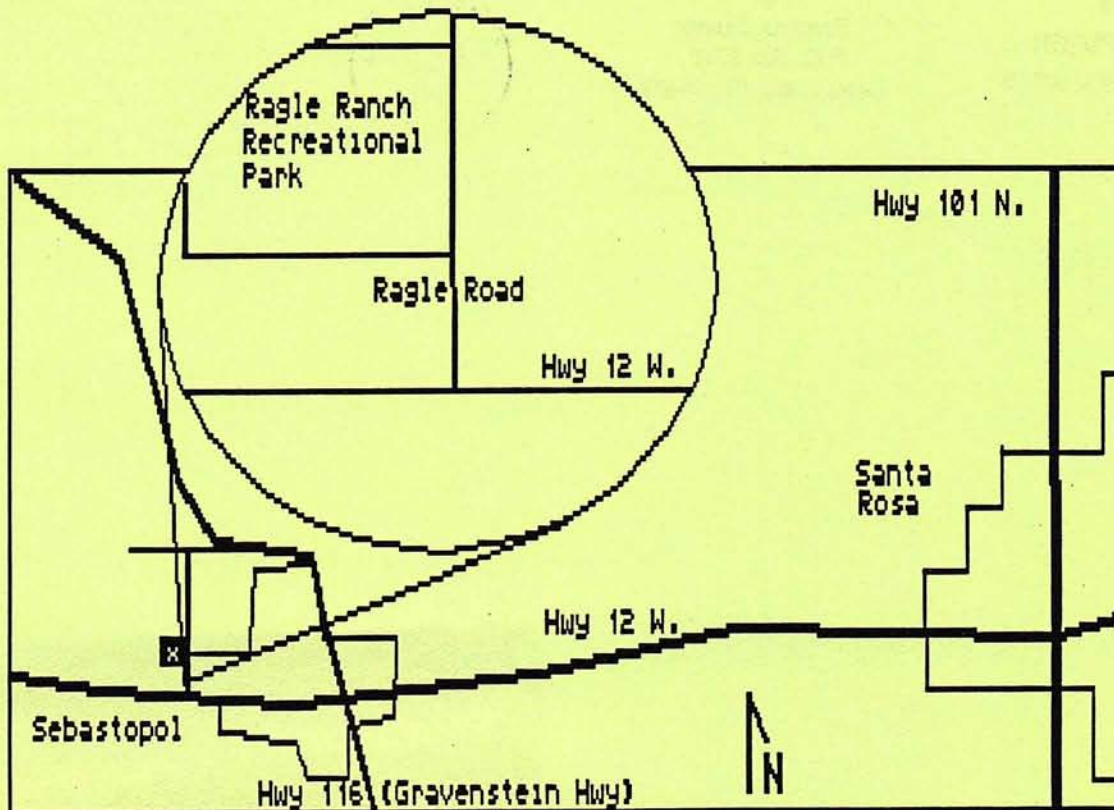
TOTAL ENCLOSED = _____

My Name _____

Address _____

City _____ Zip _____

Mail check to: ST ACE - Attn. Disk Librarian
P.O. Box 3742
Santa Rosa, CA 95402

How to get to the picnic on July 18th

Classifieds

Do you have a classified ad for computer hardware, software, or accessories? Jot down your ad and give it to one of the board members during the monthly meeting.

Your free ad here

HARDWARE

Yamaha DX100 Synthesizer
w/midi. 196 preset instruments.
<6 mo. old. \$375 576-7877

NEED HELP?

Need help with your resume and need it laser set for that professional look? Do you have need of any logo or brochure? Do you own Publishing Partner but need tutoring to make it work for you? If yes, call David at 527-1311 and we'll see what we can do. Prices reasonable.



ST
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